Thanksgiving Dodgeball Tournament Rules

The Game

- A game consists of a best of 3 series.
- After each match teams will switch sides of the gym.
- A max of 10 players will start on the court to begin a game, and a max of 10 players can be on the court for a team at any given time.
- 8 balls will be used for gameplay.

How a player can be considered out

- A thrown or kicked ball in the air that makes contact with a player of the opposing team before touching another object.
    - All clothing items including but not limited to shirts, pants, shoes, hats will count as part of the body and if hit will determine the player out.
- A thrown ball that is caught by the opposing team, before it hits the ground, wall, basket, bleachers, or any player and object not included in the game, will cause the thrower to be determined out.
- A ball that hits an opposing player, and then ricochets to hit another player both players will be out.
- HEAD SHOTS will count. We are not in elementary school anymore. If you get hit in the head you are still out no matter what.
- Any player that touches and/or crosses the mid court/half court line will be considered out.
    - They may jump and throw, once they touch the ground across half court they are out.
    - Players may step on the line, but if they clear the line even the slightest, they are out.
- Players who throw a ball from outside the sidelines will be considered out.
    - A player can not be considered out while retrieving a ball outside the sidelines.
    - A player must immediately return to the court/in bounds after retrieving a ball that is out of bounds/outside the sidelines.

Balls may be blocked with another ball

- If in an attempt to block a ball, the ball used to block is dropped, the player is out. If a player attempts to block and it touches a player or multiple players all player hit will be determined out.
- Once a blocked or deflected ball touches a wall, basket, sealing or floor it is dead.
- Balls caught after they are blocked will result in an out to the thrower

1 player Mercy Rule

Once a team is reduced to one player. If there is no change in player rotation after one (1) minute the game will be called and the team with the most players on the court wins.

5 Second Violation

In order to reduce stalling, a violation will be called if a team controls all eight (8) balls on their side of the court for more than five (5) seconds. Closest player to the official will then be deemed out.

One on One Player Resolution

If a match comes down to a one on one player situation, play will be called dead, each player will be given a ball and start on their own baseline. Players may use the entire court (as long as it is inbounds, unless retrieving a ball) to determine a winner.

Money Ball

In order for the Money Ball to be in play, ONE team can only have one player left. If that player makes a basket with ANY BALL, without crossing the center line, on the opposite team's basket, the entire team (Max of 10 players on the court at a time) gets to re-enter the game. This rule is only valid if ONE team is down to ONE player. If both teams are down to one player, playing rules revert to the One on One Player Resolution and Money Ball is no longer in play. If the player who threw the money ball gets hit while it is still in the air the ball is still alive and will count if a basket is made.

Pool Play Tiebreakers

If teams are tied in pool play the following tie breakers will be used:

- 1st head to head winner.
- 2nd one game tie breaker.
- In the event of a three way tie, the tie breaker will be one match, winner stays, Round Robin.

Organization

- Teams may have 12 players on their roster.
- The team will consist of adult players. Three high school aged players 16 or older are allowed per team.
- All Games will be played at Diamond Fork Middle School.
- 1st & 2nd place teams will receive awards.
- Games will be played on courts as soon as the prior game scheduled is complete.
- Teams need to stay at the building and be ready to take the court upon completion of the previous game.
- A person can only play on ONE team. No team jumping!

Code of Conduct

- Understand, appreciate and abide by the rules of the game.
- Respect the integrity and judgment of game officials and Spanish Fork Recreation staff.
- Respect your opponent and congratulate them in a courteous manner following each match whether in victory or defeat.

- Be responsible for your actions and maintain self-control. Fighting and/or abusive language will be an automatic removal from the tournament.
    - Officials and Spanish Fork Recreation Staff have the right to remove any player or spectator from the facility under their own discretion.
- Do not taunt or bait opponents and refrain from using foul or abusive language.
- No alcohol or tobacco will be allowed in the schools or on school grounds (includes E-cigs and Vapes).
- No food or drink allowed in the school gyms! (Exceptions to this are water bottles).